

**CRYSTAL
DYNAMICS™**

SAMPLE

An Interactive Sampler from Crystal Dynamics

THIS!

OFF-WORLD INTERCEPTOR™

SAMURAI SHODOWN™

TOTAL ECLIPSE™

STAR CONTROL II™

THE HORDE™

PF. MAGIC'S PATAANK™

PREVIEW:

GEX™

CYBERCLASH™

**NOT
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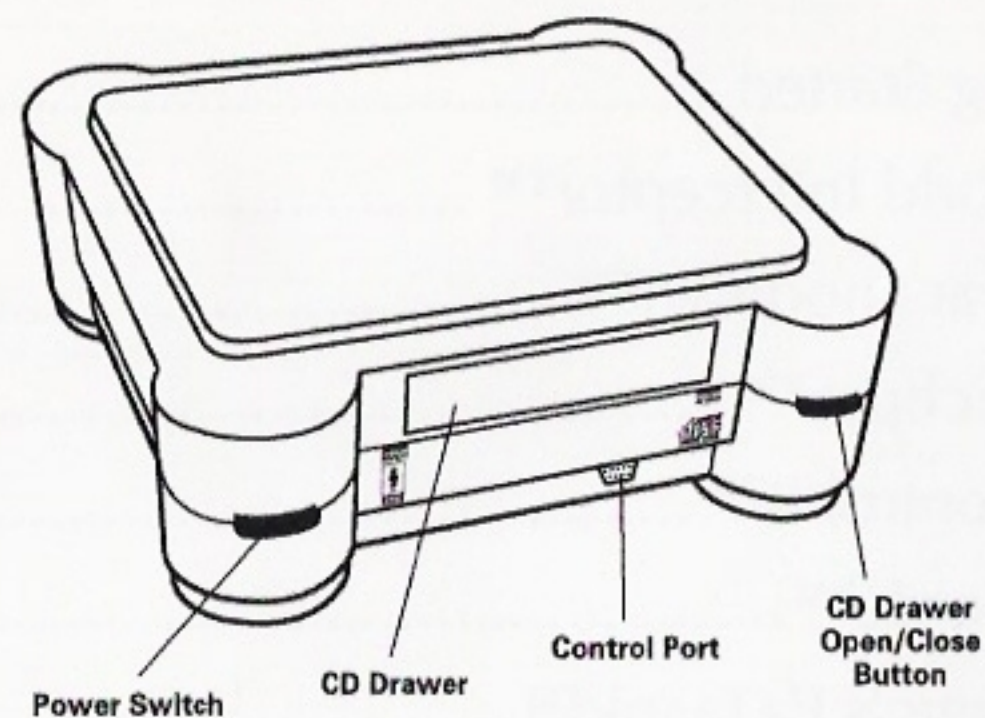
CONTENTS

Getting Started	2
Off-world Interceptor™	4
Samurai Shodown™	6
Total Eclipse™	8
Star Control II™	10
The Horde™	12
PF. Magic's PaTaank™	14
GEX™	16
CyberClash™	17

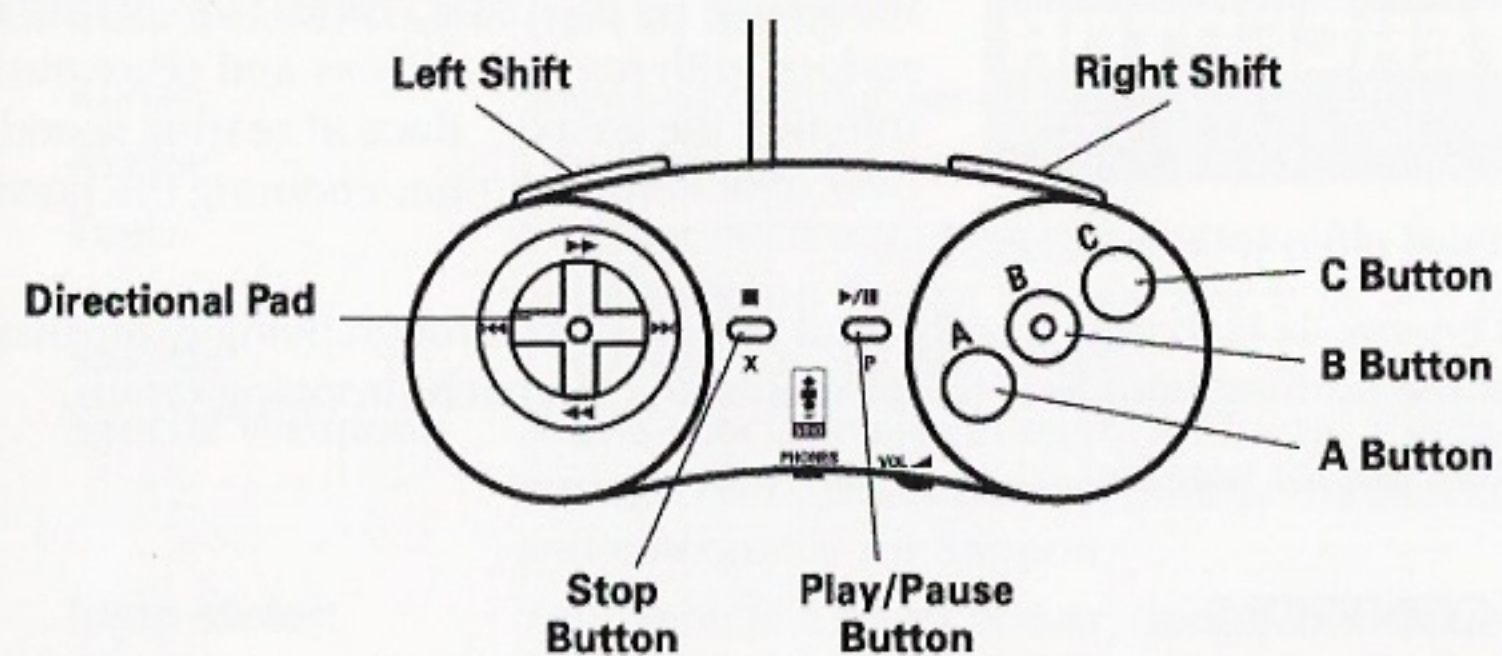
FOR TECHNICAL HELP, CALL CRYSTAL DYNAMICS AT:

1-415-473-3434

GETTING STARTED



1. Set up your 3DO™ Interactive Multiplayer™, following the steps in the owner's manual.
2. Plug your controller into the Control Port.
3. Press the power switch to turn the unit ON.
4. Press the Open/Close Button to open the CD Drawer, place the **Sample This!** disc into the drawer, label side up, and then press the button again to close the drawer.



5. When you see the Main Menu, press the controller's **Directional Pad** up or down to highlight a game title, and press any button to start up that game demo.
6. Hold down the **X (Stop) Button** briefly to cancel any demo and return to the Main Menu.

OFF-WORLD INTERCEPTOR

KILL EVERYTHING!

You're a Trashman, a bounty-hunter with blood-lust on the brain. Smear the planet's surface with fugitives, felons and other trash infesting the galaxy. Race at searing speeds over treacherous terrain, enduring the harsh

climates of alien worlds. Cool, huh?

Pound enemy 4x4s, dodge deadly road mines, skim through flying explosives! Live for the hurtling boulders, hairpin turns and stomach-dropping ramps.

Definitely not for wussies!

PLAY CONTROLS

Directional Pad	— Steer left/right; tilt vehicle's nose up/down
A Button	— Cycle through special weapons
B Button	— Accelerator; release to decelerate
C Button	— Deploy special weapon
Left Shift	— Jump; double-tap to hover
Right Shift	— Fire on-board cannon
X (Stop) Button	— Brake

OFF-WORLD INTERCEPTOR

SCREEN INDICATORS (Left to Right)

Radar:	Shows oncoming vehicles and obstacles.
Armor:	Decreasing color bar shows vehicle's damage level.
Fuel:	Blue bar decreases as you burn fuel. Air Support refuels you on the fly, but you lose time and position.
Speed:	The faster you go, the better.
Special Weapon:	Shows special weapon ready for firing. Cycle through nitro, smart bombs, plasma mines, missiles and emergency Air Support.
Jump Meter:	Your vehicle's hover power. Jump, then double-tap the Left Shift to hover. When the color bar runs out, your vehicle drops to the ground.
Chase Bar:	Keep the white bar (you) ahead of the red bar (your enemy) to reach the waypoint first.
Cash & Clones:	Your bank balance and continues.

SPECIAL MOVES

- Smash through power-ups to refill fuel, repair damage, increase firepower and pick up bonus cash.

ALL THIS AND MORE IN THE COMPLETE GAME!

- Brutal two-player competition!
- Six intensely different worlds!
- Chop Shop loaded with vehicles, weapons and upgrades!

SAMURAI SHODOWN

GIVE YOUR GUTS FOR GLORY!

No weaklings allowed! This is the toughest martial arts ordeal there is. Twelve lethal combatants mix it up with murderous moves, slashing swordplay and deadly ninja tricks. 3DO has the ONLY home version with all

the fury of the arcade original. Screams! Grunts! Guts! Blood! Can you take it? Can the machine take it?

You are Haohmaru, a blood-thirsty, cheap sake-swilling samurai known for your powerful attacks and blinding speed. Press the **P Button** to begin. In two-player games, both players are Haohmaru and must press the **P Button** simultaneously to begin.

PLAY CONTROLS

- | | |
|------------------------|--|
| Directional Pad | — Press left/right to walk left/right; double-tap left/right to dash; press up to jump; press down to crouch |
| A Button | — Weak slash |
| B Button | — Medium slash |
| C Button | — Fierce slash |
| Right Shift | — Hold and press the A, B or C Button to execute weak, medium or strong kicks |

SAMURAI SHODOWN

SCREEN INDICATORS (Left to Right)

- | | |
|--------------------|--|
| Score: | Your points. |
| Time: | Each bout is 45 seconds long. |
| POW Meter: | How much damage you can give and take. |
| Health Bar: | Your health. |

BASIC MOVES

- | | |
|----------------|---|
| Banzai Charge | — Double-tap Directional Pad toward enemy. |
| Retreat | — Double-tap Directional Pad away from the enemy. |
| Locking Swords | — Press the A Button repeatedly. |
| Losing Weapon | — Press the A Button to recover weapon. |
| Throws | — Get close to your enemy. While slashing, press the Directional Pad toward him. If your timing and range are correct, you'll send him flying! |

SPECIAL MOVES

Roll the **Directional Pad** with your thumb. Reverse "right" to "left" to perform the same moves to the left:

- | | |
|----------------------------------|--|
| Cyclone Slash to the right | — Down, down-right, right + slash |
| Crescent Moon Slash to the right | — Right, down-left, down, down-right + slash |

ALL THIS AND MORE IN THE COMPLETE GAME!

- Two Player Head-to-Head carnage!
- New Death Match with no time limit!
- New bare-fisted Weaponless Combat!
- New Save Game feature!

TOTAL ECLIPSE

BURN THE DRAK-SAI!

Listen up. When the Drak-sai pulled the trigger on the Sun Dagger, Omega Quadrant's sun went down. Now the space scum are targeting Earth's sun. You don't need a physics degree to figure it out. Get

a visual on the squidheads and lock on. Snap roll with all guns firing. You know the drill. Drak-sai are ug-LEE. Except when they explode.

You pilot the FireWing, the most advanced star fighter in the known universe. Drak-sai Supreme Predator Lord Zodak sent you a message: *"Your ssspeciesss hass been ssselected for the hunt."* Get going and burn some Drak-sai tail!

PLAY CONTROLS

Directional Pad up	— Dive
Directional Pad down	— Climb
Directional Pad right/left	— Bank right/left
A Button	— Accelerate; tap rapidly to reach maximum speed
B Button	— Fire
C Button	— Brake; tap rapidly to halt
Left Shift	— Roll left
Right Shift	— Roll right
X Button	— Detonate plasma bomb

TOTAL ECLIPSE

SCREEN INDICATORS (Left to Right)

Current Weapon:	Any weapon you pick up is immediately active. Fly through its icon again to upgrade your firepower.
Score:	Your points so far.
Altimeter:	The green bar shows altitude above base level; the orange bar, altitude above the terrain beneath you.
Radar Map:	The darker the area, the lower the ground. Black is the lowest terrain; white is impassable heights. Green dots are power-ups. Red dots, tunnel doors.
FireWings:	Your reserve fighters.
Firepower:	Weapon strength, shown by three lights.
Plasma Bombs:	These destroy all enemies on screen, but not enemy projectiles fired before you dropped the bomb.
Shields/Damage:	Your shield is a blue aura. The bar turns red when shield strength is dangerously low. One more hit and your fighter's nothing but a hunk of metal.

SPECIAL MOVES

- Pick up power-ups for additional FireWings and shield strength.
- Fly through stunt rings for bonus points.

ALL THIS AND MORE IN THE COMPLETE GAME!

- Four perilous missions, six nasty weapons and tons of hidden power-ups!
- Synthesized 3D virtual actors built from sophisticated computer models!
- Massive sound track and sound FX!

STAR CONTROL II

INTERGALACTIC COMBAT!

Star Control II packs it all in one huge futuristic space chase. Battle alien ships! Encounter weird sentient life! Scan unknown worlds! Bounty hunt for minerals and lifeforms!

In this game sample, you'll challenge the aliens to head-to-head combat in deep space! Two rival teams shred the interstellar void with intense firepower. Sharpen your battle skills against the computer or give a friend a pounding for pan-galactic domination!

PLAY CONTROLS

Setup:

Any button	— Skip intro
Directional Pad	— Highlight options or ships
A Button	— Select a highlighted item
B Button	— Cancel a selection

Combat:

Directional Pad up or A Button	— Apply forward thrust
Directional Pad right/left	— Rotate ship
B Button or Right Shift	— Fire standard weapon
C Button or Left Shift	— Fire special weapon

STAR CONTROL II

SCREEN INDICATORS (Left to Right)

Each combatant has a Ship Status display, showing the shipbuilders and ship's captains, plus the following crucial data:

- Crew:** Each time a ship is damaged, green dots (crew) disappear. When the crew is gone, the ship is destroyed.
- Batteries:** The charge bar shows the current and maximum energy levels. Firing weapons consumes energy. Batteries recharge gradually, and the speed of energy regeneration varies.

SPECIAL MOVES

- Combat always takes place near a planet. The region wraps around; if you exit on one side of the combat zone, you appear on the other side.
- The screen always centers on the midpoint between your ship and the enemy vessel, so the view will shift when one combatant "wraps around."
- If your combat vessel is destroyed, you can choose another to enter the fray. Use the **Directional Pad** to select a specific ship, or choose "?" for a random selection. Press the **A Button** to re-engage.

ALL THIS AND MORE IN THE COMPLETE GAME!

- Command 12 different vessels!
- Encounter and combat scores of aliens — friend and foe!
- Experience a total deep-space adventure with hyperspace warp, planet exploration, far-out riddles, traps and tricks!
- Over 70 hours of game play!

THE HORDE

(HORDLINGUS BASICUS EATEMUPIUM)

Hordlings are loud, red, ridiculous and hungry. They eat villages. YOUR village. They swarm. They drool. They munch your cows and corn crops. They're fat and voracious and they reek like outhouses.

It's your turf, so fight back! Chop with your magical sword Grimthwacker. Puree with troops of archers and knights. Dredge moats and build rows of spike-lined ditches. Twirl the magical, murderous Mystic Morningstar and call in Roscoe, the fire-breathing dragon! But still, The Horde advances!

PLAY CONTROLS

Building:

- Directional Pad** — **Map:** move Chauncey
Tool Box: press left/right to cycle items;
press up/down to switch views
- A Button** — **Map:** set an item in place
Tool Box: choose displayed item
- B Button** — Toggle to Map or Tool Box

Battling:

- Directional Pad** — **Map:** move Chauncey
Weapons Box: press left/right to cycle items;
press up/down to switch views
- A Button** — **Map:** use selected weapon
Weapons Box: choose displayed item
- B Button** — Toggle to Map or Weapons Box

THE HORDE

SPECIAL FEATURES

- **FARMER'S ALMANAC!** You have four years to build a village. Seasonal reports tell your tax bite in Crowns, how many hirelings you've employed, and the fees your hirelings will charge next season.
- **TAXES!** Kronus Maelor, the Evil High Chancellor, has no mercy! At each year's end, he presents you with a tax bill, due on sight. So keep plenty of Crowns on hand.
- **SHOPPING SPREE!** Wheee! You get an annual shopping trip to Caerbran, the local castle. Here you can buy the rights to more Tools and Weapons. Move the highlight to choose, and press the **A Button** to buy.
- **SAVE GAME!** While shopping, select "Save Game," highlight a slot and press the **A Button**. To load a saved game, press the **X Button**, highlight a game, and then press the **A Button**. To delete a saved game, highlight the game and press the **C Button**.

ALL THIS AND MORE IN THE COMPLETE GAME!

- Starring Kirk Cameron as Chauncey and Michael Gregory as the Evil High Chancellor!
- Belly-busting original action-strategy mayhem!
- Drool buckets and nose plugs not included!

PF. MAGIC'S PATAANK

YOU ARE THE PINBALL!

PaTaank is the first 3D pinball thrill-ride that puts YOU in the game. **PaTaank** gives you the exhilaration of an amusement park ride with the challenge of an action-packed pinball experience!

PaTaank pushes the 3DO envelope with astonishing 3D graphics, fierce speeds, video walls, stereo music and ball-whackin' sound FX!

You gotta have it!

PLAY CONTROLS

Directional Pad left/right	— Rotate puck left/right
A Button	— Hold down to activate magneto
B Button	— Thrust
C Button	— Cycle lights
Left Shift	— Nudge left
Right Shift	— Nudge right

PF. MAGIC'S PATAANK

SPECIAL MOVES

- Hit each green target to activate the Kissing Booth, Compatibility Meter, Fortune Teller and Tunnel o' Luv, plus earn bonus points.
- Hit six targets to enter the Tunnel o' Luv.
- Hit the Luv Meter repeatedly to advance from clammy to sizzling and get three trips through the tunnel!
- Light all three lanes at the upper right and increase the bonus multiplier!

ALL THIS AND MORE IN THE COMPLETE GAME!

- Non-stop action from first-person point of view. You ARE the pinball!
- The Kissing Booth earns energy and can open the Tunnel o' Luv!
- The Fortune Teller grants special wishes and can open the Tunnel o' Luv!
- The Compatibility Meter advances the jackpot!

SPECIAL OFFER!

TO ORDER THE PATAANK SOUNDTRACK CD "TORCANO", CALL:

1-800-799-4737

GEX

DOES HE KISS HIS MOTHER WITH THAT MOUTH?

The digitized voice of Dana Gould, headliner of his own HBO™ comedy special, stars as GEX, the 3D gecko, with rapid-fire wise-cracks and one-liners. GEX's mouth gets

him in trouble, but it's his thrashing tail that gets him out!

GEX gets stuck in the Media Dimension, the place where cheesy television shows and movies go to retire. To escape, he must kill a television in each world!

GEX uses a roundhouse tail attack to rid the world of TV rejects. GEX loves his suction cup paws. He grabs on and scrambles over Kung Fu temples and skull-packed graveyards. GEX sprouts dragonfly wings, hucks fireballs and jumps around at near light speed!

ALL THIS AND MORE IN THE COMPLETE GAME!

- The acclaimed voice of Dana Gould!
- 450 frames of GEX character animation for multitudinous motion!
- Photo-realistic hand-rendered backgrounds and objects.

CYBERCLASH

FUTURISTIC CYBER-COMBAT!

Jacking in takes guts. First there's a blood transfer. Then a computer pokes directly into your subconscious. You enter the cyberworld. Massive gladiators — hard-core combat machines — assault you in

staggering battles for dominance. Morph once, twice, three times as you fight to destroy them!

ALL THIS AND MORE IN THE COMPLETE GAME!

- One-player combat and two-player head-to-head clashes!
- Fast-paced action with first person point of view and fluid 3D tracking!
- Multiple cyberspace levels with elevators, bridges and floating platforms!
- Multiple characters with unique personalities! Morph each character into three different forms, each with its own specialty!
- Unique moves and a deadly arsenal of close- and long-range weapons!
- Exceptional power-ups and loads of 'em!

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Warranty Claims

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WE DID IT!



Don't miss out!

Fill out the bottom portion of this page and place it in an envelope addressed to **Crystal Dynamics, P.O. Box 7046, San Francisco, CA 94120-9324** to ensure that you receive the latest and greatest in product news!

Crystal Dynamics Registration Card

1. Who is the primary player of the game?

First Name _____

Last Name _____

Address _____

City _____

State _____

Zip Code _____

(_____)

Phone _____

1 Male

2 Female

Date of Birth

____ / ____ / ____
mo. day yr.

When did you purchase this product?

____ / ____
mo. yr.

2. Who purchased this product?

1 Primary Player 2 Friend 3 Parent/Guardian

4 Relative 5 Another Household Member

3. What other gaming systems do you own?

PLEASE CHECK EVERY SYSTEM OWNED.

1 Game Gear 2 Gameboy 3 Atari Lynx

4 Sega Genesis

5 Super Nintendo Entertainment System

6 Nintendo Entertainment System

7 Phillips CD-1 8 Sega CD 9 TurboGrafx CD

10 IBM/Compatible PC 11 Macintosh Computer

12 IBM/Compatible PC with CD-ROM unit

13 Macintosh Computer with CD-ROM unit

14 3DO Interactive Multiplayer

15 Other _____